

**AMENDMENTS TO THE CLAIMS**

**This listing of claims will replace all prior versions and listings of claims in the application:**

**LISTING OF CLAIMS:**

1. (previously presented): A method for displaying changes in operation states of network devices on a display screen of a client device which operates as a client in a network where various digital devices connected to the network operate as the client or as servers, the method comprising the steps of:
  - (a) establishing a communication channel by the client device with respect to server devices;
  - (b) receiving a predetermined signal that indicates changes in the operation states of the server devices from the server devices by the client device and displaying the change in the operation state of a specific server device on a screen thereof.
2. (previously presented): The method of claim 1, wherein the client device establishes said communication channel with respect to the server devices by periodic polling in the step (a).
3. (previously presented): The method of claim 1, wherein a Java applet operates through the communication channel when the client device establishes the communication channel with respect to the server devices.
4. (original): The method of claim 1, wherein the network is an IEEE 1394 network.
5. (previously presented): A method for displaying changes in operation states of network devices on a display screen of a client device which operates as a client in a network

where various digital devices connected to the network operate as the client or the servers,  
having the same protocol layer as an Internet protocol stack on the upper network  
communication layer (physical layer), comprising the steps of:

receiving data on the operation states of the server devices connected to the network bus  
by the client device, in a network communication layer;

examining whether the previous operation state data of the server devices is different  
from the current operation state data by the client device, in a network communication layer;

transmitting the current operation state of a server device by the client device, whose  
previous operation state data is different from the current operation state data from the network  
communication layer, to a hypertext transmission protocol (HTTP) layer which is the upper most  
protocol layer of the client device; and

displaying the change of the operation state of the concerned server device by the client  
device on a screen thereof, according to the contents transmitted to the HTTP layer.

6. (previously presented): A method for a server device to communicate with a  
client device in a network where various digital devices connected to the network operate as the  
client or as servers, the method comprising the steps of:

transmitting a re-determined signal for indicating changes in the operation states of the  
server device to the client device when the server device performs a predetermined operation and  
stops the operation or performs another operation.

7. (previously presented): A method for displaying changes in operation states of  
network devices on a display screen of a client device which operates as a client in a network

where various digital devices connected to the network operate as one of a client and a server, comprising the steps of:

receiving data on current operation states of the network devices connected to a network bus, by the client device;

examining whether previous operation state data of the network devices is different from current operation state data of the network devices, by the client device;

transmitting current operation state data of at least one of the network devices, by the client device, when previous operation state data of said at least one of the network devices is different from the current operation state data of said at least one of the network devices, to a hypertext transmission protocol (HTTP) layer; and

displaying a change of an operation state of said at least one of the network devices, by the client device on a screen thereof, according to contents transmitted to the HTTP layer.

8. (previously presented): The method of claim 1, wherein said operation states comprise at least one of play, tray-open, pause, and stop.

9. (previously presented): The method of claim 1, wherein said operation states comprise at least three (3) different operation states.

10. (previously presented): The method of claim 6, wherein said operation states comprise at least one of play, tray-open, pause, and stop.

11. (currently amended): The method of claim ~~16~~, wherein said operation states comprise at least three (3) different operation states.